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Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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What is Monster Rancher Battle Card?

Monster Rancher Battle Card is an electronic card game in which two “breeders” engage in battles using three monsters each. The first breeder to defeat all three of the opponent’s monsters is the winner.

Background Story

This story takes place during Monster Rancher times....
There was a game that gained immense popularity as soon as it was introduced among children, who could not become monster breeders. It was called “Battle Cards.” Battle Cards quickly became popular not only to children but adults, as well. There was a rising demand for an arena in which real battles could take place. In order to satisfy that demand, the FIMBA and IMA created MCA, an organization to carry out official “Battle Card” tournaments.

MCA (Monster Card Association)

A joint organization managed by FIMBA and IMA. Its purpose is the “standardization of rules" and "tournament maintenance and management.” Insufficient time to fully organize this association resulted in almost all of the officers being chosen from existing members of the FIMBA and IMA. The champion of “Battle Cards” is unconditionally given the title of Monster Breeder.

How it all started

It was Colt's birthday.

You, who are a Breeder, and your teacher, Master Pabs, gave Colt a birthday present. It was a Battle Card, in keeping with a hobby that Colt had taken interest in. As expected, Colt was very happy.

But a moment later when Master Pabs placed the Monster Card in the Monster Plate, Colt somehow became transported into the "Paradise of Monsters."

You, your teacher Master Pabs, and Cue--Colt's best friend from her childhood, who was also invited to Colt's birthday party--decided to collect Monster Cards in order to open the door to the Paradise of Monsters.

Characters

Main Character (You)

A breeder of a Monster Rancher. You begin playing Battle Cards in order to rescue your valuable assistant, Colt.

Guidance Counselor Cue (age 14, female)

Colt's best friend from her childhood. She teaches the main character, who doesn't know much about Battle Cards, a lot about the game.

Cue

Starting the Game

Place the Monster Rancher Battle Card game disc into the main unit and turn on the power. The Game Mode selection screen appears when the [START] button is pressed on the Title Screen.

Game Mode

Select “New Game” when playing for the first time.
To start a game from where you left off, select “Continue” or select “Battle Mode” to play in Group Battle.

New Game

Starts the game at the beginning.
You can choose the strength of the opponent character’s battle cards, but not after the game has started. The only factors that change between the different levels of difficulty is the strength of the opponent character’s battle cards. Events and cards that are given to you are the same no matter which level of difficulty you choose.

Hard Medium Easy

Continue

Continues the game from where you left off.

Battle Mode

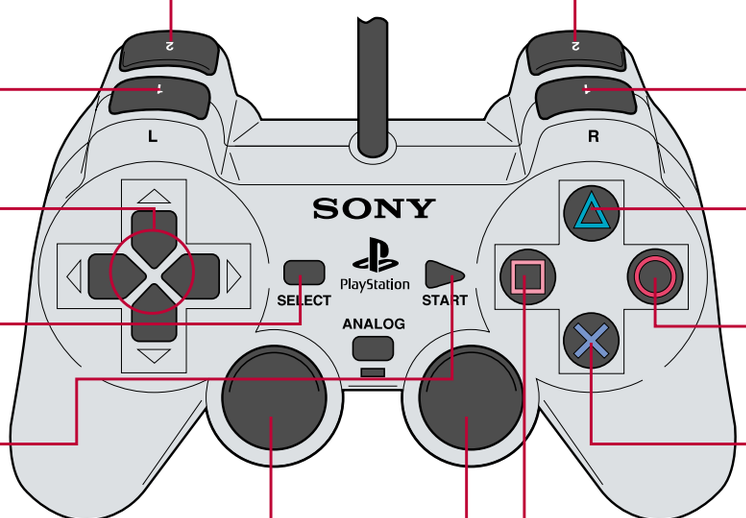
You can create teams of characters within the game and engage in group battles against your friends using that data. (See page 23.)

Game Play

The following explains the basic procedures for use of the controller.

Basic Usage Procedures for the Analog Controller

The following explains how to use the controller in circumstances other than during battle. (See page 17 for how to use the controller during battle.)
This game is not compatible with analog mode (LED display lit). Play the game in digital mode only. The Vibration feature is available even in Digital Mode (LED display unlit). You can set the Vibration feature on or off in Options during intermission.



Basic Procedures for Use of the Controller

The buttons serve the same purpose as the buttons on the analog controller.

Game Flow

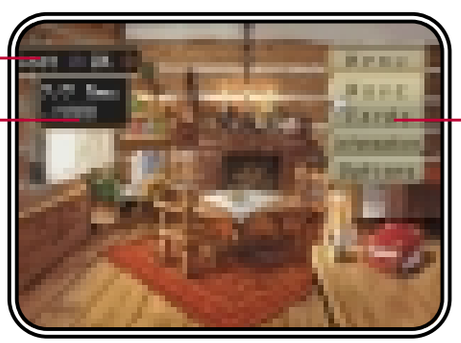
The “Monster Rancher Battle Card” story advances through repetition of the flow shown below.

Intermission → Story Progress → Battle

Screen Descriptions

An intermission will be shown when the story ends after the game starts. The Intermission screen is used to see the date or select menus.

Intermission Screen



- Message Window

Various information, including on-screen operations, is displayed.

- Date

The date will increase as the story progresses or practice matches are held.

- Menu

Various actions can be taken. (See page 8.)

Menu Description

Various menus can be chosen in the Intermission screen.

Move

The Map screen will be displayed, and you can go to places you already know. You can engage in practice matches with people you've already met. Also, various events occur here.

Card Management

You can "reform," "create" or "disassemble" teams using cards you've acquired. If you don't make a good team here, you probably won't win any battles.

Information

You can view your Battle Cards ranking, along with the "Friends List (personal information)," "Complete Skill Cards List," "Monster Plates," "Tournament Ranking" and other information.

Options

You can save and load data, and perform various settings.

Card Management

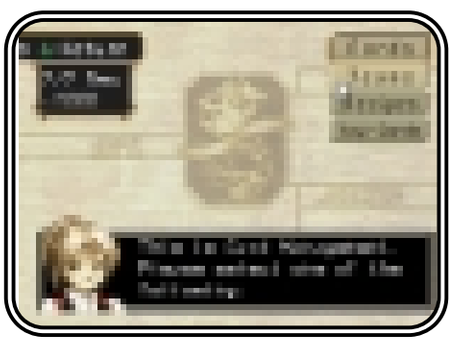
Card Management is used to perform team management, creation and other tasks.

Team Management

Manages the teams used in battle. You can create your unique, original team by freely combining Monster and Skill cards.

The rules that apply when creating teams are shown below.

- Three different monsters will be used.
- Teams must be made of exactly 50 cards.
- Up to three of the same cards can be placed in each team.



Team Reformation

You can change the Monsters or Skill cards used in an existing team.

Create New Team

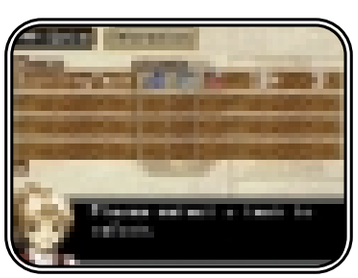
Creates a new team. You can save up to 10 teams.

Disassemble Teams

Disassembles an existing team.

Team Selection

Select a team to “reform” or “disassemble.”



Skill Card Selection

Monster Selection	Exchanges a monster currently on your team for another. After the monsters have been switched, the Skill cards for that monster will be 0. You must register Skill cards to your team using “Skill Card Selection.”
Skill Card Selection	First, choose a monster for which you will perform the switching or Skill card addition. Then the list of Skill cards for that monster will be displayed. Choose a card using the up and down keys on the directional keypad to select the card, and use the left and right keys on the directional keypad to increase or decrease the number of cards.
Change Team Name	Changes the name of the team.
Cancel	All changes will be canceled when this is selected.
End	Team creation will end, saving the contents that have been changed as shown.

Recipe Management

Team recipes save information such as which monsters are being used by the team, and which Skill cards are used in what quantity by the team. Up to 10 recipes can be saved.

Recipe Details

You can view recipes that have been registered.

Recipe Registration

You can register a team created as a recipe.

All Cards in Possession

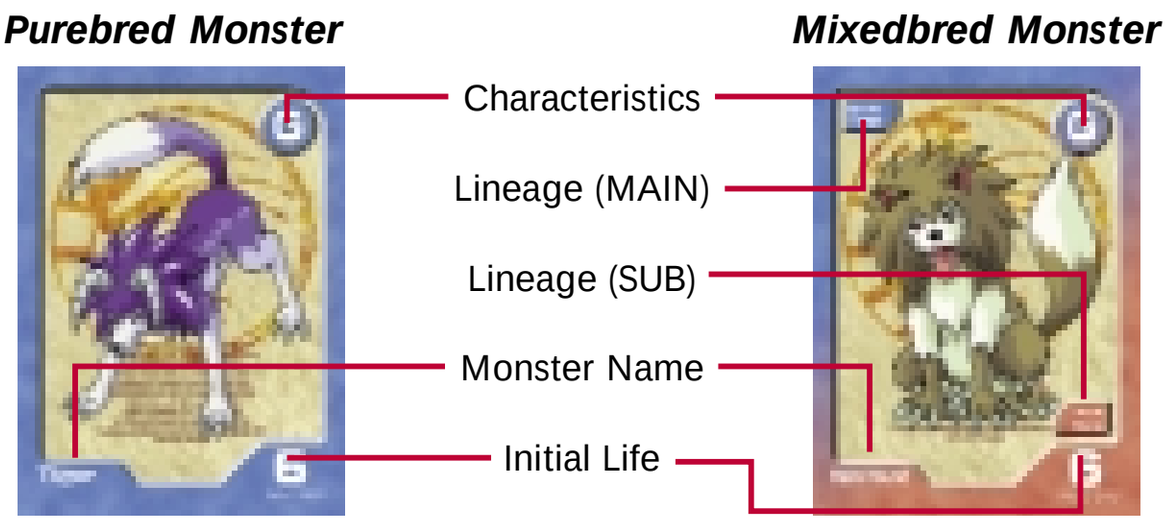
You can view the Monster and Skill cards you’ve acquired.

How to View Cards

Cards used in “Monster Rancher Battle Cards” can be roughly divided into Monster cards and Skill cards.

Monster Cards

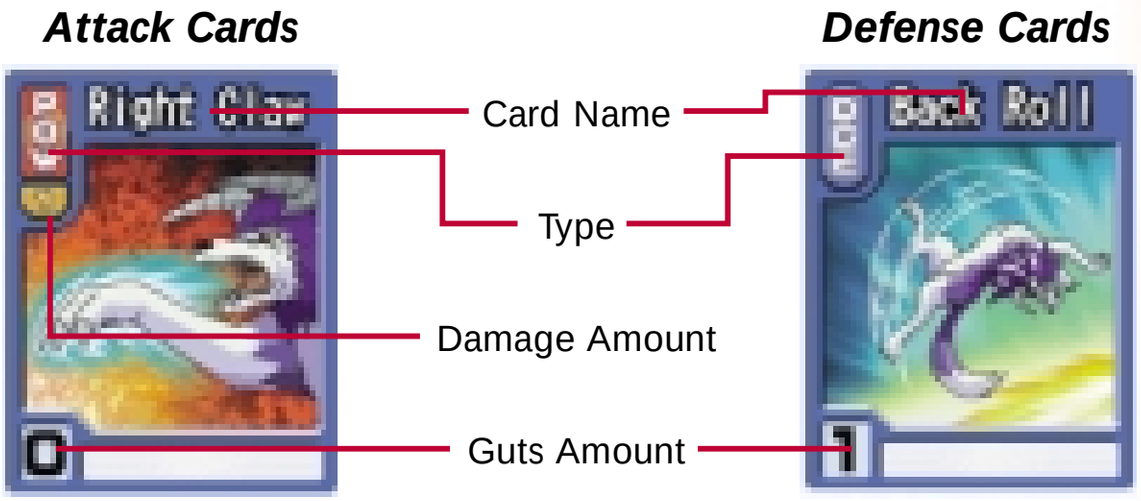
This is a card that represents the Monster on your team.



Monster Name	This is the name of the monster.
Initial Life	This is the number of lives the Monster has at the start of a battle. When it becomes 0, the monster is KO’d.
Characteristics	This is the monster’s characteristic. A monster can be one of two possible types: Aerial or Ground.
Lineage (MAIN)	This is the main lineage for mixedbred monsters. Skill cards of the main-lineage monster will be used when Attack cards are used.
Lineage (SUB)	This is the sublineage for mixedbred monsters. Skill cards of the sublineage monster will be used when Defense cards are used.

Skill Cards

These are cards used by the monster or breeder to attack, block or use special abilities. There are two types: “Attack” cards and “Defense” cards.



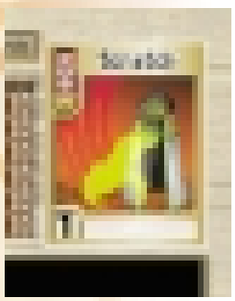
Card Name	This is the name of the Skill card.
Type	This is the type of the Skill card.
Damage Amount	This is the amount of damage the Skill card does.
Guts Amount	This is the amount of Guts consumed when this Skill card is used.

“Attack” and “Defense” Cards

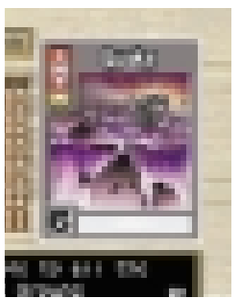
“Attack” cards have a square outline for the “Type” area, and the background is red.
“Defense” cards have a round outline for the “Type” area, and the background is blue.

The Attack and Defense cards have the following characteristics:

Attack Cards

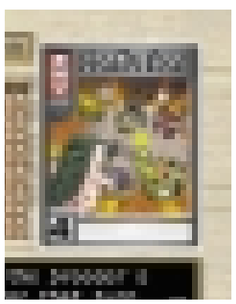


“Power” Moves
Does damage efficiently. Easily defended.



“Intelligence” Moves
Does damage ineffectively. Hard to defend.

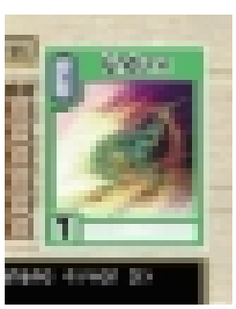
“Special” Moves
A Skill card that has a special effect does no damage and cannot be defended.



“Environment” Moves
It remains in the battleground, affecting all that remains. Only one Environment card from both breeders combined can exist on the battleground. When a new Environment card is used, the old card must be discarded.

Defense Cards

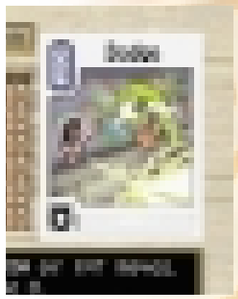
“Dodge” Cards
Can make attacks completely ineffective. There are Attack cards in which “Defense” cannot be used.



“Block” Cards
Reduces the amount of damage.

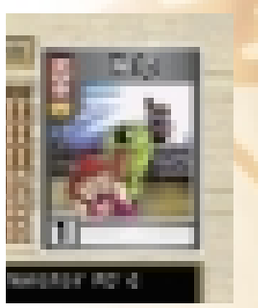
“Any Monster” Cards

When the monster name on the Skill card is “Any Monster,” all monsters can use that skill. When this card is used, that monster is considered to have used a Skill card.



“Breeder” Cards

When the monster name on the Skill card is “Breeder,” that move is made by the breeder. The breeder, similar to monsters, can make one move per turn.



Move

You can go to places you've already visited, or places about which you've heard rumors. You should go to as many places as possible in order to find friends and rivals. If you meet friends, you can engage in "practice matches." You can acquire new cards if you win.

Rancher

This is your Rancher.
If you want to advance the story without doing anything, choose this location.

Saucer Stone Laboratory

This is a public facility that researches "saucer stones." When you show your saucer stones (CD's), they give you a card depending on how rare the saucer stone is. However, if you show a saucer stone that is already recorded in "Laboratory Records," you will not be given any cards. There is no limit as to how many cards this facility may give you. You should show as many saucer stones (CD's) as you can in order to obtain more cards.

Battle Card Center

This is a meeting place for card breeders.
Tournaments are held periodically. Don’t forget to participate in them. The more you win, the more cards you’ll get.

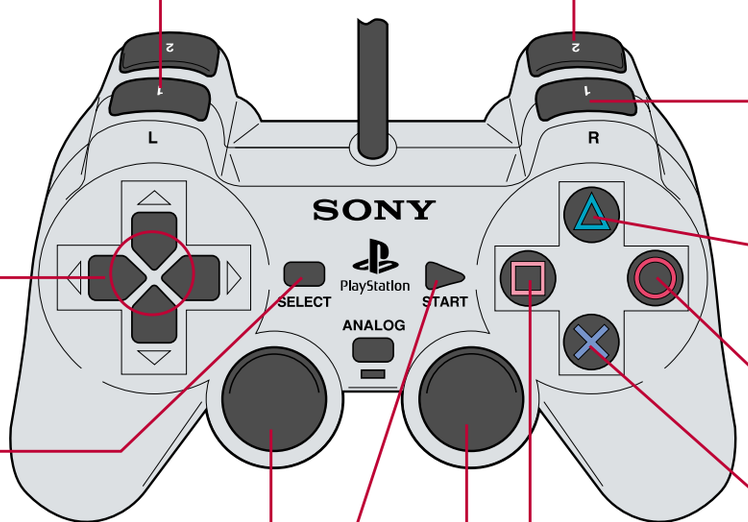
- As the game progresses, you’ll be able to go to many other places.

Battle

When the story ends, a battle will commence. Use a team of three monsters to fight other players.

Procedures for Use of Analog Controller During Battle

The following explains how to use the analog controller during battle.
This game is not compatible with analog mode (LED display lit).
Play the game in digital mode.



L1, L2 buttons
Not used

Up/down of directional keypad
Move cursor. Increase & decrease values

Left/right of directional keypad
Move cursors

Select button
Not used

Start button
Not used

Left and right sticks
Not used

R2 button
Not used

R1 button
Turn pages of the card information text

△ button
Display Help Message during menu screens

✕ button
OK

○ button
Cancel. Open Command Menu

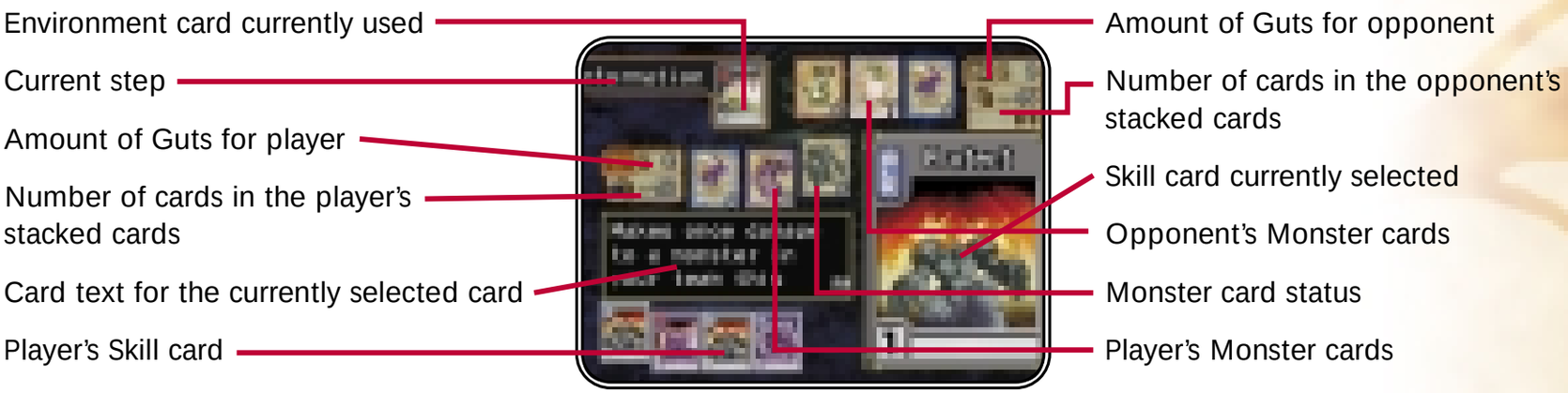
□ button
Turn the mini card display on and off.

Controller Usage Procedures

The buttons serve the same purpose as the buttons on the analog controller.

Screen Description

The screen during battle displays the Monster cards, Skill cards, accumulated Guts and other items. The card locations will change when it's the opponent breeder's turn.


Environment card currently used
Current step
Amount of Guts for player
Number of cards in the player's stacked cards
Card text for the currently selected card
Player's Skill card
Amount of Guts for opponent
Number of cards in the opponent's stacked cards
Skill card currently selected
Opponent's Monster cards
Monster card status
Player's Monster cards

Monster Card Status

Monster cards will change their status depending on what Skill cards or Special cards are used on them. That status will be shown using one alphabet character on the lower left-hand side of the Monster card.

E	P	S
Attack Ended	Power up in progress	Other status

How a Battle Is Carried Out

The breeder with all monsters KO'd or the breeder that cannot have five cards in their hand at the Draw step will lose.

Battle Start

The battle will start with the team created or selected during intermission.

First Attack/Second Attack

First, the breeder who will attack first will be determined. Choose one of the cards displayed on the screen. If a picture of a saucer stone is on the other side of the card chosen, you will attack first. If not, you will attack second.

Battle Start

When the battle starts, each breeder will be dealt five cards from his stacked cards. The second breeder who attacks can make up to two cards in his hands "Guts." The first turn of the breeder attacking first will bypass the Draw step, since five cards are already in his hand. The battle will begin with "Attack Step."

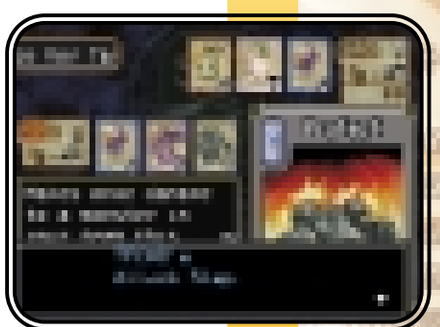
How the Battle Is Carried Out

The flow from the Draw step to the Guts step is considered a turn. Each breeder will switch between attack and defense in order, thus taking “Turns.”
When you, the breeder, complete what you want to do at each step, go on to the next step by selecting “Next” in the Command menu.

1. Draw Step

The breeder on the attack side will be dealt cards from the stacked cards so that he has five cards in his hand. If the breeder runs out of cards in his stacked cards, preventing the breeder from having five cards in his hand, that breeder loses. If there are already five cards in the breeder’s hand at the beginning of the Draw step, one card is drawn from the stacked cards. That card will automatically be converted to “Guts.”

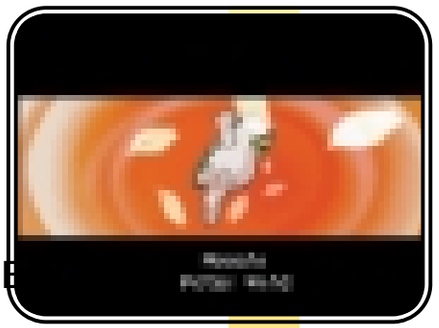
2. Attack Step



The attack side will use his “Guts” to have each of his monsters use a Skill card against the opponents’ monsters that have not yet been KO’d. The defense side can use a Defense card against these attacks. The Attack step will continue for as many times as the attack side can attack. It is also acceptable not to attack at all. Often you will not be able to attack on the very first turn. You must store some Guts at the Guts step so that you can attack in the next turn.

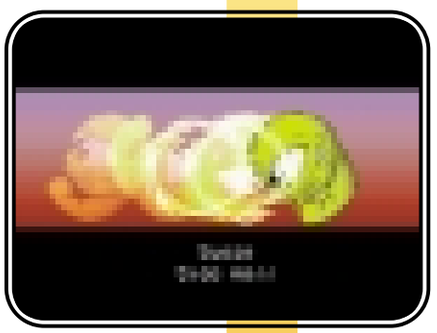
• Attacking Monsters

The breeder on the attack side will choose a Skill card to be used as an attack from the cards in his hand. Once the card is chosen, the amount of Guts shown in Guts Amount will be deducted from the accumulated Guts. Then the monster that will be attacked must be chosen. For Total attacks, all the opponent's monsters will be chosen. E can attack once per turn.



• Defending Monsters

The breeder on the defense side can protect the monster that is being attacked if he has a Defense card for that monster in his hand. The breeder will choose a Skill card from his hand for use as defense. Once the card is chosen, the amount of Guts shown in Guts Amount will be deducted from the accumulated Guts. Unlike attacks, the same monster can be defended as many times as the breeder wishes per turn.



• Damage

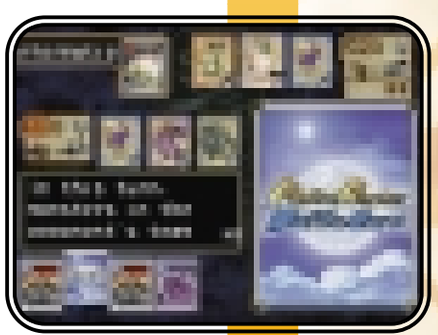
The damage made by the Attack card will decrease the life of the monster that was attacked. If the life becomes 0 or less, that monster is KO'd.

3. Guts Step

In the Guts step all cards that weren't used in the Attack step can be made into "Guts." One card is equivalent to one Guts point. The breeder on the defense side cannot store Guts.

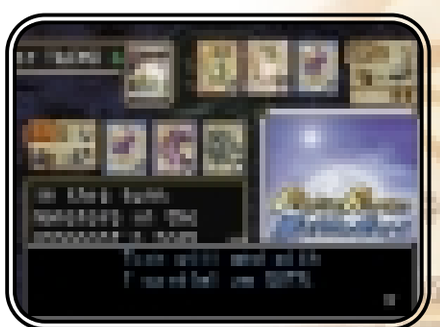
• Converting to Guts

Choose the cards to be converted into Guts by left and right directional keys and the Å¸ button. The chosen cards will be flipped over. Will you save the cards to defend or attack in the next turn? Or will you make them into Guts? This is the most important part of Monster Rancher Battle Cards. Think carefully.



4. Ending the Turn

This marks the end of a turn. The attack and defense sides will switch and return to the Draw step.



Battle Mode

In Battle Mode, two or three characters that the player fought against in Story mode will be chosen to create a group consisting of one player and two characters or three characters. This will allow group battle. The player or characters will chose three teams from the cards that are accessible to them.
This mode allows the player to perform a tournament by bringing together various data with friends. A maximum of eight players can participate in a tournament.

Battle mode is not available if there is no data saved in Story mode.

Battle Mode Flow

Battle mode is carried out as shown below.

The number of participating groups must be selected.
The number of participating teams must be chosen from two, four or eight.

The participating groups must be selected.
It must be chosen to make the participating groups computer-generated or chosen from groups made by the player. Up to eight player-generated groups can be registered.

Set the group data.
The player's group members or teams used must be selected.

Group Battle Tournament
Tournament battle will be performed among the participating groups.

Group Data Settings

Group data must be created to play in Battle mode. Data saved from Story mode is required to create group data.

Load the Save Data

Load saved data after inserting a memory card into either slot 1 or slot 2.

Choose a Group

You can choose a group that is already saved or create a new group with new members. You can also create groups without putting the player in the group. In such cases, the player will not be able to play on that team.

Choose a team to use

Choose who will use which team. You can reform existing teams or create new ones. Team reformation and other steps are performed similarly during intermission in Story mode.

Complete Group Data

When all player group settings are complete, group battle begins.

Group Battle

When the groups for each player will fight against each other in group battle, there is no direct battle between the two players. The vanguard, center and chiefs for all other battles will be chosen automatically.

Battle Cards Lecture

This is the Battle Cards tutorial for those of you who want to get stronger but can't figure out how.

Do you have strong cards?

First, let's try to get strong cards on your team. Are you only using the teams given to you by the MCA? If so, you're a beginner. When you get new cards, place them in your team and see how they go. Only then can you start talking about strength.

Do you have Guts?

You have to have Guts. If you don't have Guts, no matter how strong a card you have, it's not even worth trash. Try getting the upper hand by making all cards except Defense cards into Guts. But you don't want to let go of "Petal Wind" or "Brow Hit"? These aren't the only attacks you can use. There are tons and tons more.

Use Defense Wisely

Defense is very important. There may be people who ignore defense. It's true that a rushing attack with no defense is one way to fight. That's okay, too. But many times you'll lose. You must learn to take your opponent's hit and defend against it. This is the best way to get stronger.

Learn from Opponents

Strong opponents will use various techniques. You'll probably see many variations of combos or teams. One way to get better is to try and actually use these teams and combos. As you gain experience you should be able to make a unique, original team that is very strong.

Q. Are Tiger's "Right Claw," "Left Claw" and "Horn" considered one move with all three cards?

A. Yes.

This combo attack uses all three cards simultaneously, so it's considered one attack. If you use this attack after "Will Power" is used, the damage will be seven times two, for 14 points of damage. But the attack can be dodged by a single card, such as Mocchi's "Roll."

Q. Does Naga's "Counter" cause damage to Naga itself?

A. Yes. If "Counter" is used by Naga, Naga will receive damage, too.

This card deflects one half of the damage received with Power cards. If "Counter" is used against Tiger's "Right Claw, Left Claw, Horn" combo, half of the damage received by Naga, which is three (half of seven being three, rounding down) will be deflected. In other words, in this scenario Tiger will receive damage of three and Naga will receive damage of four after subtracting three from seven.

Q. Can multiple "Will Power" cards be used at one time?

A. Yes, they can.

Normally, each monster can only use one Attack card per turn. This is the same with "Special" attacks. However, cards that can be used before moves and cards that can be used after moves can be used several times during one turn. Therefore, if two "Will Power" cards are used, it will produce four times the damage, and eight times the damage if three cards are used.

Q. Can Defense cards be used on top of each other?

A. Yes, they can.

Subtract the damage for each time. For example, if Golem receives damage from Dino's "Fire Dash," (11 damage), using "Defense" once will make damage six (11 minus five). If "Defense" is used again, the final damage will be one (11 minus five minus five).

Q. How do you calculate the damage when damage is doubled and “Critical” is used?
A. Add two, then double the damage.
The effects from “Critical” will be added first, and then the damage is doubled. For example, if “Stab (4 damage)“ is used while jumping and also “Critical” is used, the calculation will be (4 + 2) x 2, for a total damage of 12.

Q. Can Pixie’s “Thunder” and “Bolt” used continuously be avoided by one Dodge card?
A. No, they can’t.
Unlike Tiger’s combo attack, these attacks cannot be avoided by a single card. Please consider Pixie’s “Thunder” and “Bolt” to be two separate attacks. Tiger attacks simultaneously, but Pixie attacks continuously.

Q. Can you avoid moves that produce half damage even if they’re avoided?
A. Yes, you can.
If you avoid the attack once, you will sustain half the damage. If you avoid it again, it will take half off of the existing damage.

Q. How long are Environment cards effective?
A. It is effective until the next Environment card is used.
The Environment cards will remain in the battlefield after they are used. The effects of the Environment card will continue to affect both you and your opponent. But since only one Environment card can exist at one time, the card used later will take priority. Also, there are cards such as “Cool Judge,” which only produces their effects once.

Q. Can you use Total Attack cards while “Enchant” is in effect?

A. No, you can’t (though there are exceptions).

When Pixie’s “Enchant” is in effect, you cannot use Total Attack cards that create damage to Pixie such as Gali’s “Flame Wall.” However, you can use moves that do not target Pixie. For example, Golem’s “Quake” will not affect Pixie, who is in the Air (Aerial), so you can use it. But if Mocchi uses “Hide” and changes the damage target to Pixie, Pixie will sustain damage.

Q. Can you use “Help” or Pixie’s continuous attacks while “Nice Fight” is in effect?

A. No, you can’t.

“Nice Fight” must have a final damage of three or more. “Help” gives only one damage, so you can’t use it. Pixie’s “Thunder” and “Bolt” are separate attacks, since they’re continuous. Each attack must produce damage of three or more, otherwise you can’t use them. However, you can use them if you increase the amount of damage using moves such as “Critical.”

Q. When Mocchi receives Help, can Mocchi hide into Monsters that have a life of one?

A. Yes.

“Help"” limits the attack side. There is no effect on the defense side. Therefore, it doesn’t matter who you assign damage to.